Toro – Level design Document

Contents

High Concept

One Line Introduction

Mirrors Edge meets Cluster Truck, single player parkour chaos. Can you outrun the bull?

Theme / Environment / Setting

Toro is themed after the bull run in Spain where people attempt to run away from a charging bull for fun. The environment will be styled after rural Spanish streets using a stylized realism art style like those found in games like Overwatch and Valorant.

Mood board link that shows references to this -
https://miro.com/app/board/uXjVP12jtvg=/?share_link_id=15323928970 (Alex)

Unique Selling Point and Key mechanics

The unique selling point of Toro is the fast-paced parkour gameplay which encourages players to find a good flow and dodge obstacle when running from a charging bull. Players will be able to collect coins during their run which can be spent at an upgrade shop located at the end of each level. Players can purchase upgrades to further help them during runs. (alex)

Gameplay Summary

Gameplay begins with the player running away from a bull that closes in behind them. The player needs to stay ahead of the bull by dodging obstacles and using powerups to help them whilst picking up coins scattered through the level. When the player reaches the end of a level, they will be taken to an upgrade screen where they can use the coins that they have picked up on abilities they can use during the next level. (alex)

Pickups

- Coins

Pickup Diagram - Coins

- Player runs through the coin which makes it dissapear upon collision.

+ (x)

- Coins are added to a statistic saved for later when player can upgrade.

- Player keeps on running.

Value 'X' being an undecided amount.

- Tomatoes (decided against due to gameplay change, player character will have an infinite amount set on a cooldown to balance gameplay). (alex)

The tomato can be used as a weapon by the player to interact with the environment at the cost of there being a cooldown which can be improved with upgrades.

Tomato

Speed

The tomato can be used against the bull to slow them down which is a risk to take as the player has to turn around and slow down to aim at the bull. However this lets them make more mistakes as the bull is now further away

The Tomato can also be used against the obstacles throughout the level to destory them which clears the path for the player.
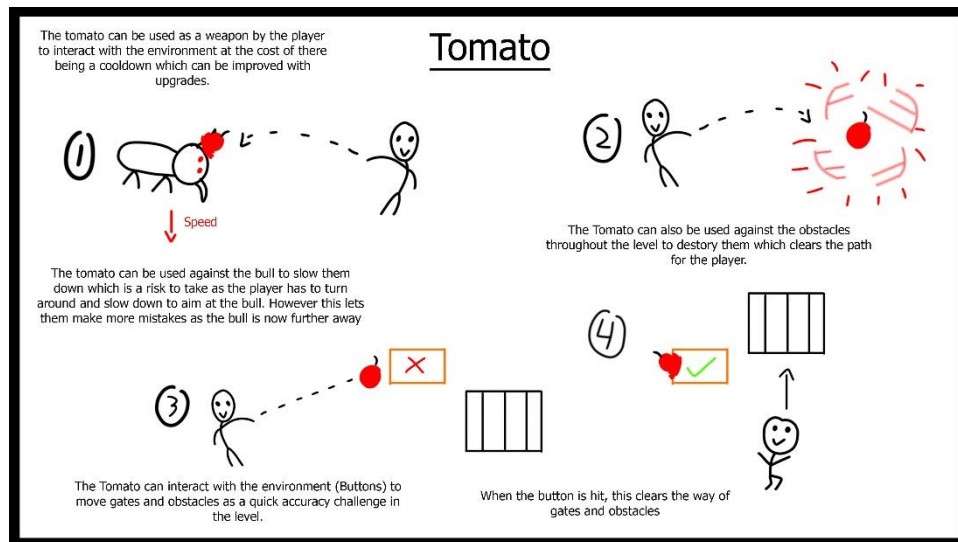
The Tomato can interact with the environment (Buttons) to move gates and obstacles as a quick accuracy challenge in the level.

When the button is hit, this clears the way of gates and obstacles

Player Characteristics Outline

The player character is a participant of the annual bull run, trying to outrun the bulls using parkour to get past people and obstacles. They can pick up tomatoes to knock down obstacles or to throw at other runners to knock them down.

Target Audience

The target audience is players that enjoy a fast-paced scoring game where they need to react fast to get past obstacles and other runners. The game also targets people that just want to play a quick segment of a game when they want. (Liam)

Art Direction

Visual Development

Colour Palette

Lighting

Level Design Documentation

Goals of level & key areas

The main goal of each level is to make it to the end without being trampled by the bull that chases the player. The key areas of these level would be based on the placement of obstacles and the end zone where the player can proceed to the next level.

Focal Point

The focal points of the level would the position of the bull and the end of the level. Based on where the bull is in the level will put more pressure on the player to hurry up as the further the bull is, the closer it is to the player leading to a game over. (Jacques)

Gameplay Influences

Gameplay is influenced by games like Mirror's edge and Clustertruck. Mirror's edge has influenced the player's style of movement through its parkour options such as sliding and wall running. The influence Clustertruck has on Toro is the physics and the upgrades the player can use.

Asset List

Obstacles:

- o Wooden crates to jump over.
- o Awning to run/bounce on.
- o Wooden gates with a target to throw tomatoes at to open.
- o Fallen wooden pallet to slide under.
- o River to jump over.
- o Food stand to jump and run on.

Environment:

- o Buildings for either side of the street (people possibly cheering from them?).
- o Wooden borders instead in non-building areas.
- o Meta fire escapes on side of buildings.
- o Boats in river.
- o Plant pots/vases.

Gameplay:

- o Tomato to throw.
- o Coin pickup.
- o Bull.

More to be added...

Level Design Plans

Level layout

Levels will consist of 3 vertical segments: ground, middle and high. Players will typically begin on ground level. These segments also apply to obstacles, whereas an obstacle that is 'middle' height cannot be jumped over from 'ground' level.

Throughout the level, the player will travel across these segments, with the higher segment typically being reached via more difficult pathing.

Levels will also be split into 3 horizontal segments, with some objects completely blocking segments. The width of these segments will be short enough so that the player is able to traverse them between obstacles without any collisions.

Levels will have a set number of paths for the player to take, typically with one being more difficult to traverse. The harder path however results in more coins for the player, as well as more opportunities to boost their speed. Depending on individual level layouts, players will also be able to change between these paths. (Jacques)

Scale and Size

Jump and Mantle

The player will be able to jump over obstacles (**1 UE5 cube**) high with no collision.

The player will be able to mantle over obstacles (**2 UE5 cubes**) high.

Player

The player is equal to (**2 UE5 cubes**) in height.

Slide

The player will be able to slide a distance of **(18 UE5 Cubes)** when at full speed.

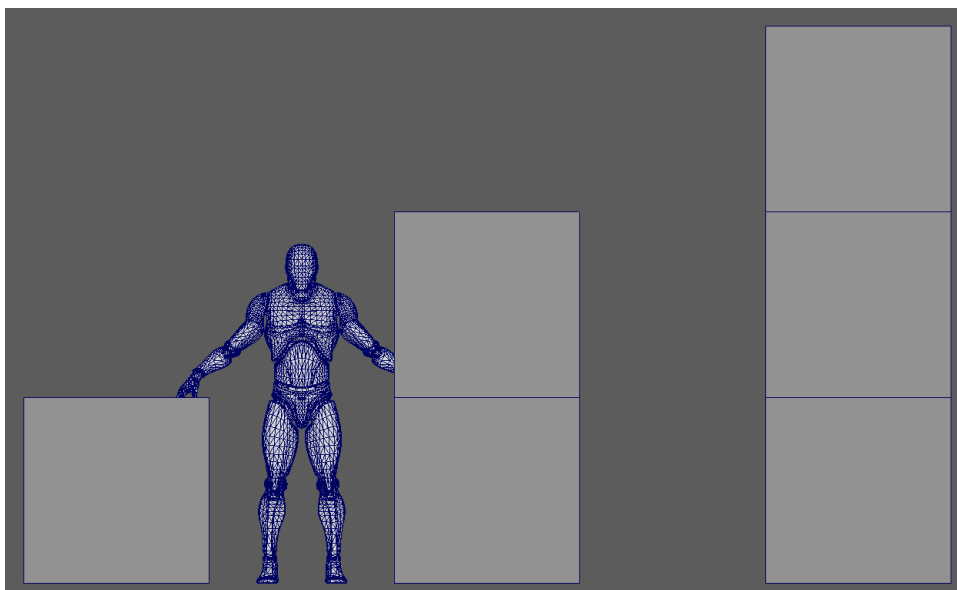The minimum height the player can slide under (**1.25 UE5 Cubes**)

Wall-run

The player will be able to wall-run a distance of (**Insert**).

Objects:

- **Small**
  - **1 UE5 Cube high**
  - Example – Wooden Crate
- **Medium**
  - **2 UE5 Cubes high**
  - Example – Wooden gate (No switch), stack of crates
- **Large**
  - **3 UE5 Cubes High**
  - Example – Food stand
- **???**

1 UE5 cube is 1M.

Difficulty Planning

1. Jumping/Vaulting, Mantling, Sliding, Bounce Pad, Mud.
2. + Wall Running, Forward Pole Swing, Zipline.
3. + Target Gate, Breakable Objects.
4. + Key Gate, Corner Turns, Smashable Windows.

5. + Trains and Oil
6. Same
7. Same
8. + Fire
9. Same
10. Same

Focal Point Location/s

Levels will consist of a street filled with obstacles and npcs running alongside the player. Obstacle density is directly tied to the difficulty of the level, increasing as the later levels become harder.

Pickup Locations

Pickups will be placed accordingly on areas of where the player has possibly overcome a cluster of obstacles acting as a reward or at specific points in the level where the player has been running for a certain amount of time. (Jacques)

Level Start & End Location

The beginning of a level will play out with the player character being shown being chased by the bulls which then control is given to the player where they must navigate through the environment to reach the end of the level.

The end of the level will be an area which only the player character can enter without any further harm from the bulls, this area can be a building which the player enters or as an example of jumping over an obstacle which the bulls cannot get through representing the end of the level such as a stone low wall. (Jacques)

Level Flow

Levels will be designed in a way which difficulty is kept in mind so some areas will be harder than other areas, but in general difficulty will increase in the later levels. Obstacles will be placed at specific regions throughout the levels to help guide the player in certain paths.

Player Characters, Controls and Abilities

Player Controls & Map (Alex)

The player can move in all directions via WASD.

The player can jump, mantle objects and wall-run via SPACE.

The player can slide under objects via SHIFT.
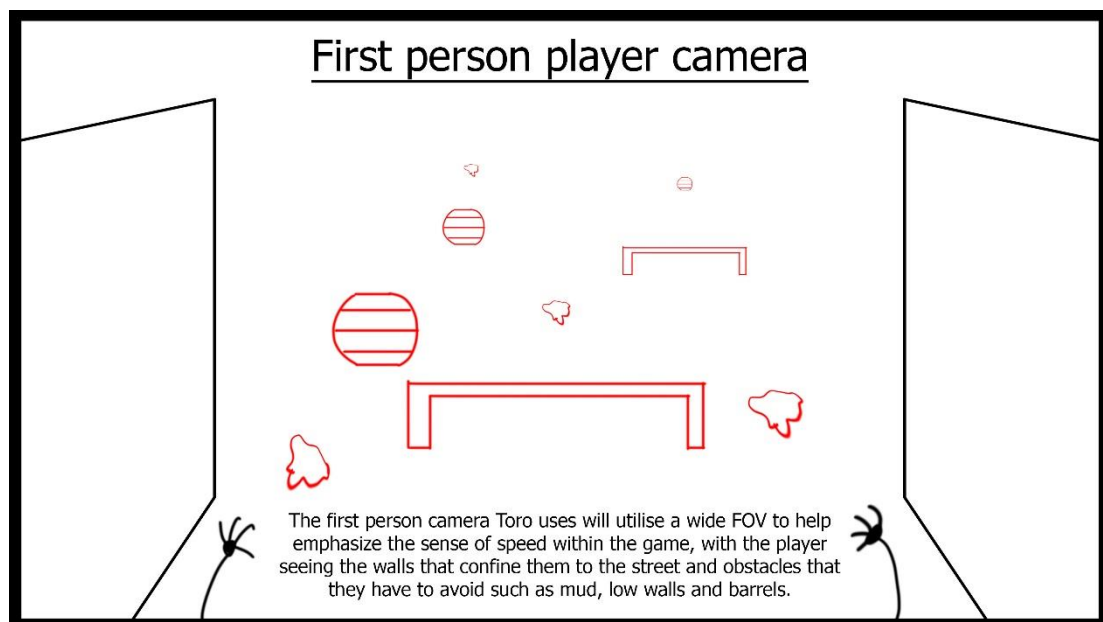
The player can throw tomatoes via LMB.

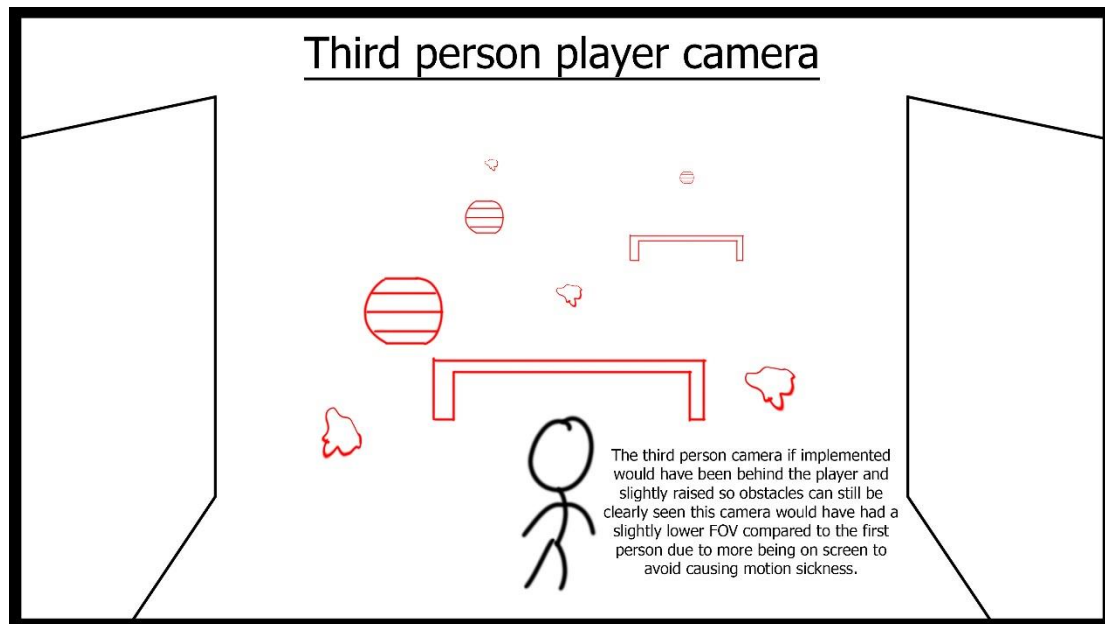The player can look back via holding the RMB.

Player Control Map

- o A – Strafe Left
- o D – Strafe Right
- o Space – Jump
- o Shift – Slide
- o Left Click (Mouse Button 1) – Throw Tomato

Player Camera

Toro is a first-person game, and as such you will view the game at ground level. Player's will have no real idea how close the Bull is to catching them unless they turn around, adding to the immersion of being in the Spanish bull-run. (Alex)

First person player camera

The first person camera Toro uses will utilise a wide FOV to help emphasize the sense of speed within the game, with the player seeing the walls that confine them to the street and obstacles that they have to avoid such as mud, low walls and barrels.
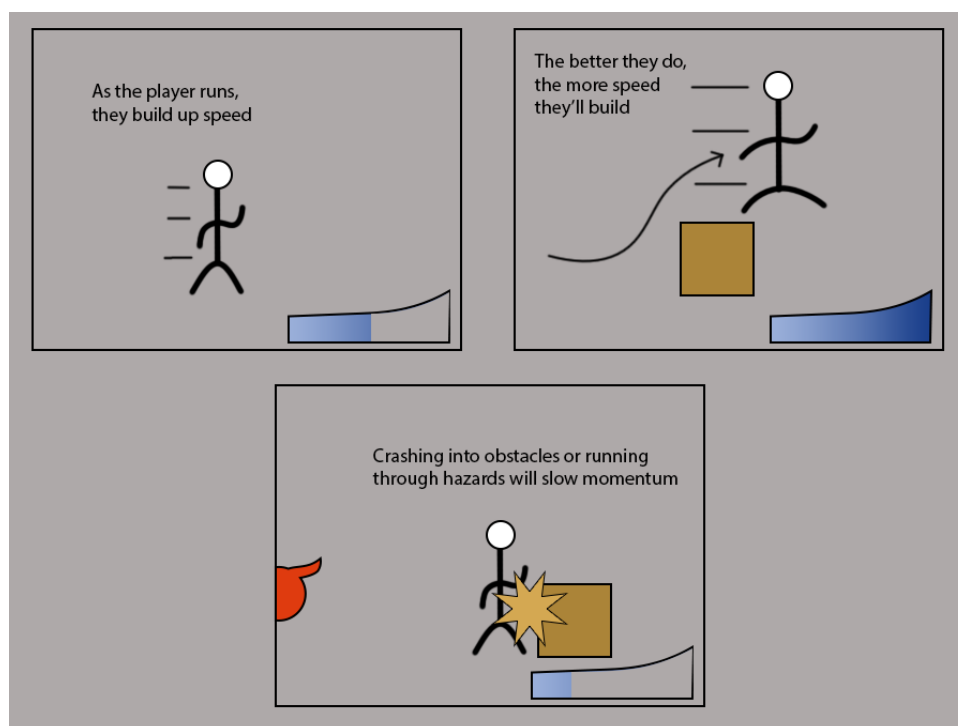
Character Background

The player character is a participant of the Spanish bull run. They are tasked with outrunning the bull by getting past obstacles and other runners in order to make it to the end of the level.
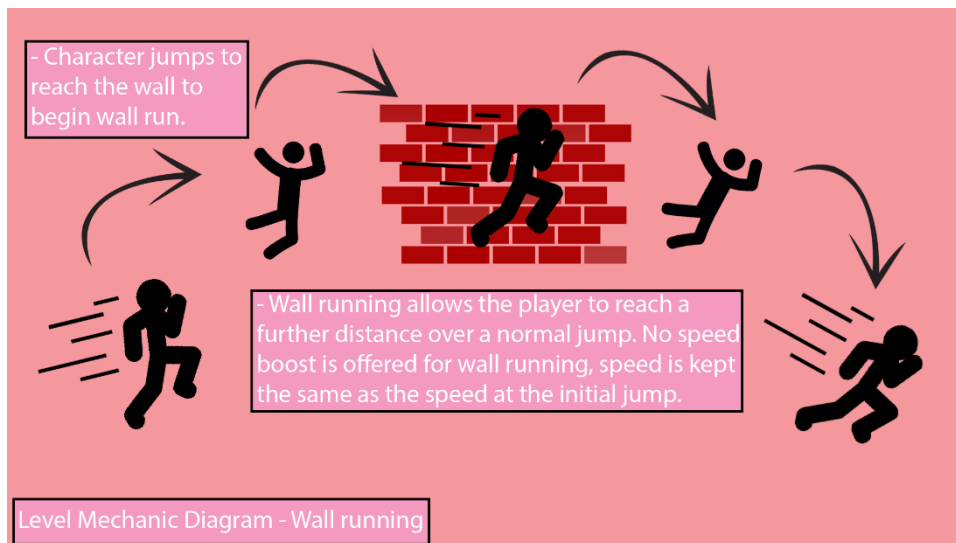
Character Mechanics

- Momentum
  - How fast does speed build up?
  - What is the max speed?
  - How much does the speed drop by when hitting an obstacle?
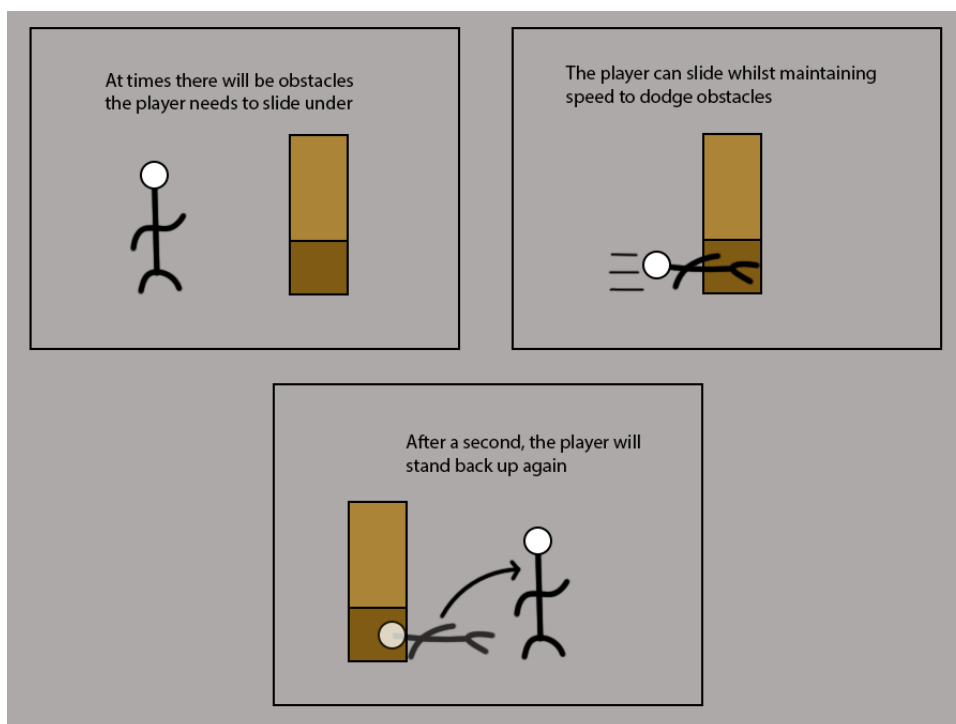

- Wall run
  - Wall run duration?

- o Wall run speed?
- o Does it need to be activated manually?

- Character jumps to reach the wall to begin wall run.

- Wall running allows the player to reach a further distance over a normal jump. No speed boost is offered for wall running, speed is kept the same as the speed at the initial jump.

Level Mechanic Diagram - Wall running

- Slide
  - o Slide duration
  - o Slide speed?
  - o Does it need to be activated manually?

At times there will be obstacles the player needs to slide under

The player can slide whilst maintaining speed to dodge obstacles

After a second, the player will stand back up again

- Jump
  - o Jump height?
  - o Jump duration?

- Mantling
  - At what height can the player mantle?
  - Does mantling increase or decrease the speed of the player? (Alex)

- Tomato throw
  - How fast does it travel?
  - Does it explode upon contact? (yes)
  - What's the activation area for switches? (red square can be used to get players attention)
  - Straight line or arc? (Straight line with possible dropoff)
- Speed boost after initial hit from Bull (Similar to Dead by Daylight)
  - How much does player speed increase?
- Lookback Mechanic
  - Should there be a cooldown?

Game / Level Mechanics

A similar colour should be used to signify objects/obstacles which the player can interact with, this colour should be relevant to the mechanic such as a red target to tell the player they have to throw a tomato at it or a bright neutral colour to show that they need to slide under or jump over. Adventure games use white or yellow paint to represent this. (Jacques)

Level Mechanics

- Boxes to jump over
    - Could have coloured paint on top of the box to indicate to the player to jump over.

- Breakable obstacles
    - How does the player break them?

- o   Is there anything inside them? (Alex)

Breakable Object

① Non Breakable   Breakable

Throughout the level obstacles are placed in the players path for them to avoid, however destructible objects could also be placed to offer a different solution for the player

These crates will visibly look different to indicate to the player that these are destructable such as colour changes (red) or having the crate look nearly broken. These rules can also apply to other objects such as vases or tables

②

The player can use tomatoes to destroy these objects to clear the path which helps to offer variety from other avoidance methods and helps to cater to different playstyles

③ Added !

C

When these crates are destroyed, they can offer pickups such as coins as incentives for the player to explore destroying these crates. The player will automatically pick these up after destroying the crate to avoid forcing players down certain paths or towards obstacles

- Banner zipline
  - o   How far does the zipline go?
  - o   How much does the player's momentum build up on the zipline

Banner and washing line (Zipline)

① Player jumps onto the line

40 speed units

40 speed units

② Player speeds down the rope

50 speed units

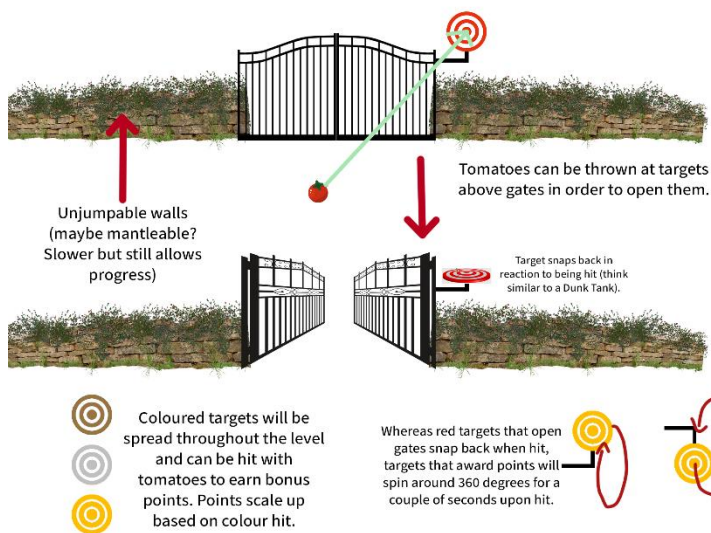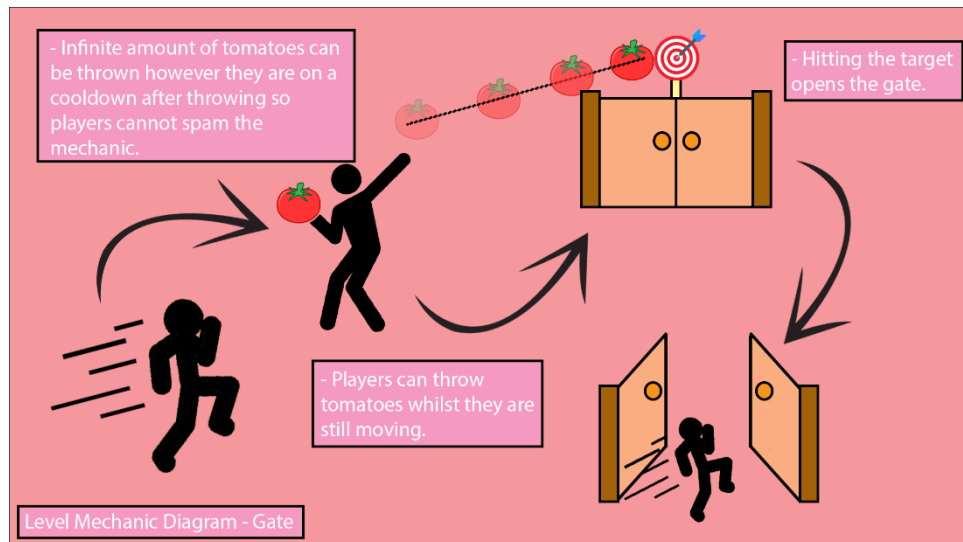**③** Player lands and continues 50 speed units for short amount of time

Throughout the level, the player can automatically grab onto ziplines to traverse throughout the area which could mainly be used to transition to a new part of the level or to break up the action packed pacing.

When the player grabs the zipline they will get a moderate speed boost and when they land this speed boost for a short amount of time (Seconds worth)

The lines themselves can be used to go over short distances (washing lines) or over further distances (banners or ziplines)

Due to how this is a scripted event, this shouldn't be jumpable as this could lead to a large amount of bugs and players accidentally jumping off the zipline to their death.

- Gates to open by hitting target w/ tomato
  - o   How easy is it to hit target?
  - o   Potential for point targets to scale down in size the more valuable they are? Harder to hit = more points.

Level Mechanic Diagram - Gate

- Infinite amount of tomatoes can be thrown however they are on a cooldown after throwing so players cannot spam the mechanic.

- Hitting the target opens the gate.

- Players can throw tomatoes whilst they are still moving.

Unjumpable walls (maybe mantleable? Slower but still allows progress)

Tomatoes can be thrown at targets above gates in order to open them.

Target snaps back in reaction to being hit (think similar to a Dunk Tank).
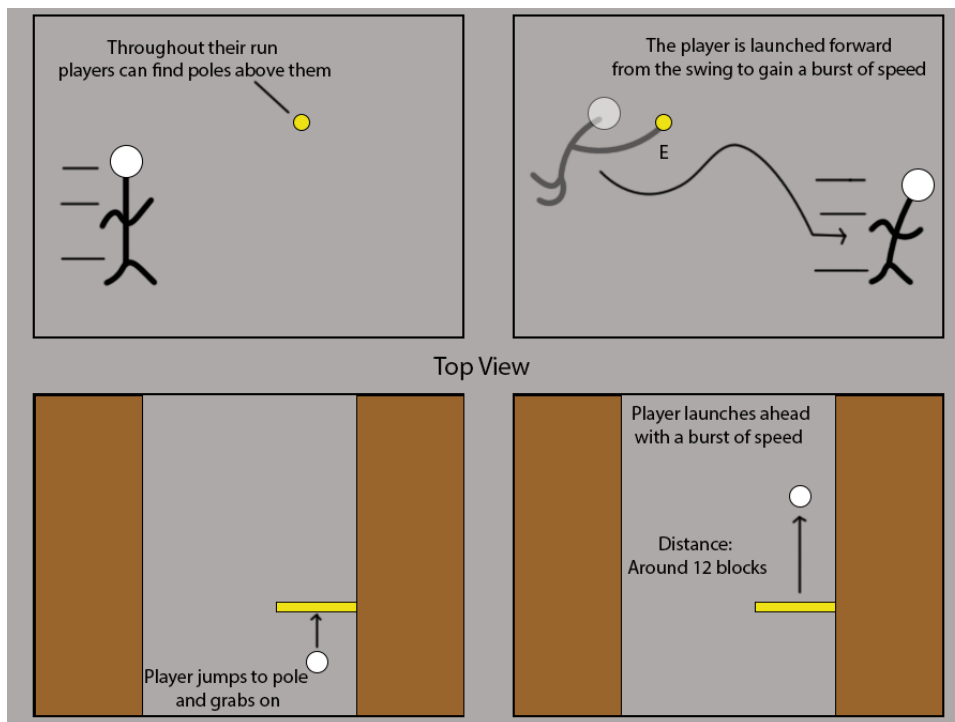
Coloured targets will be spread throughout the level and can be hit with tomatoes to earn bonus points. Points scale up based on colour hit.

Whereas red targets that open gates snap back when hit, targets that award points will spin around 360 degrees for a couple of seconds upon hit.

- Locked gates/Key
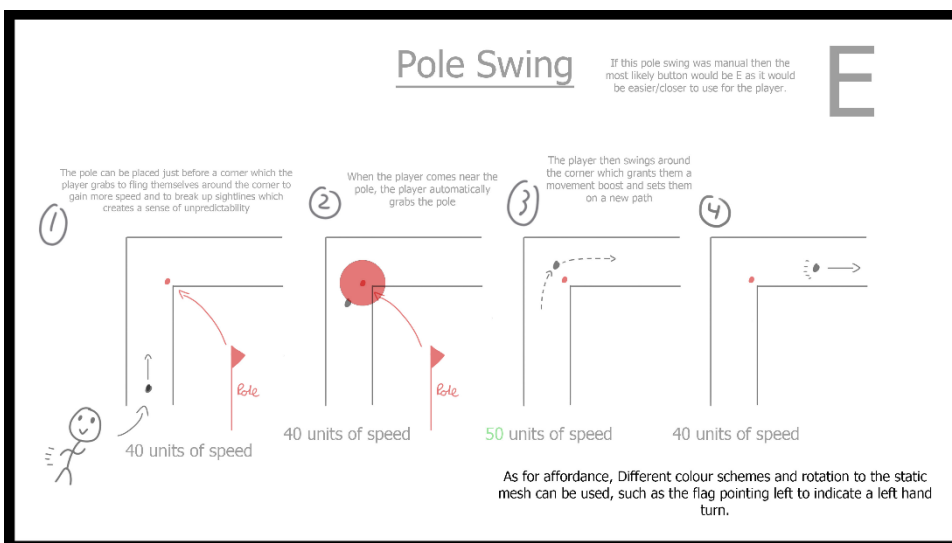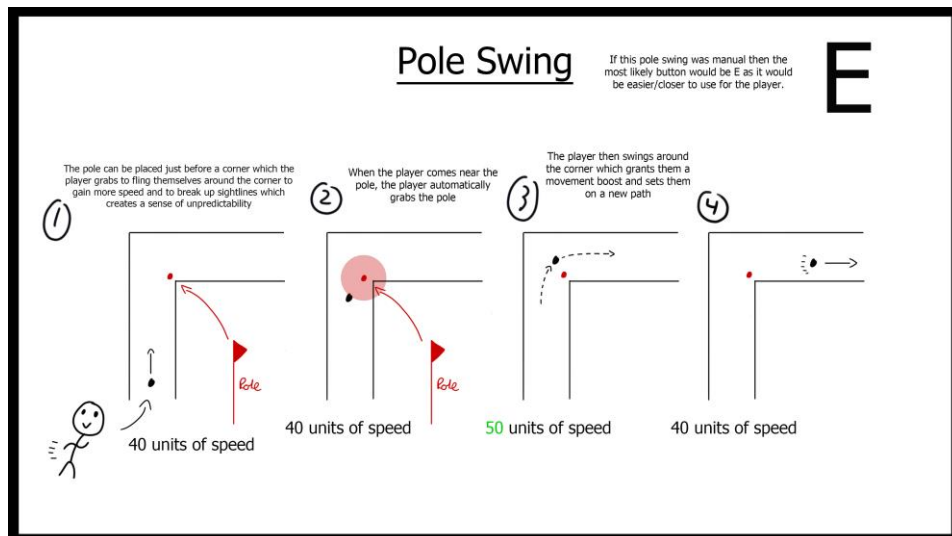 - How will the player know they've picked up the key?
  - What happens to the key after use?
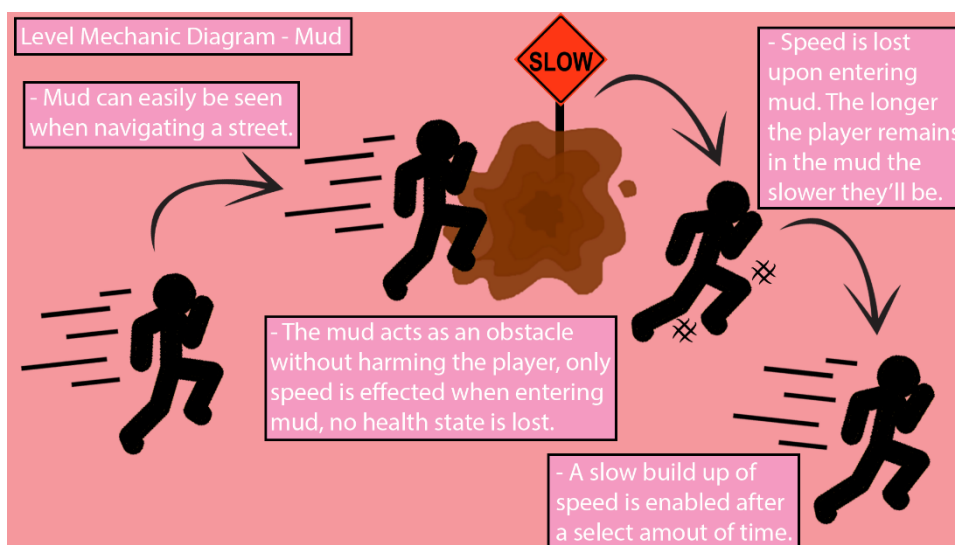 - What distance should the player be from the door before it unlocks?

- Obstacle to slide under
    - Paint or a pattern to signify this obstacle
- Pole swing forward
    - How far does the player swing forward?

- Pole swing around corners
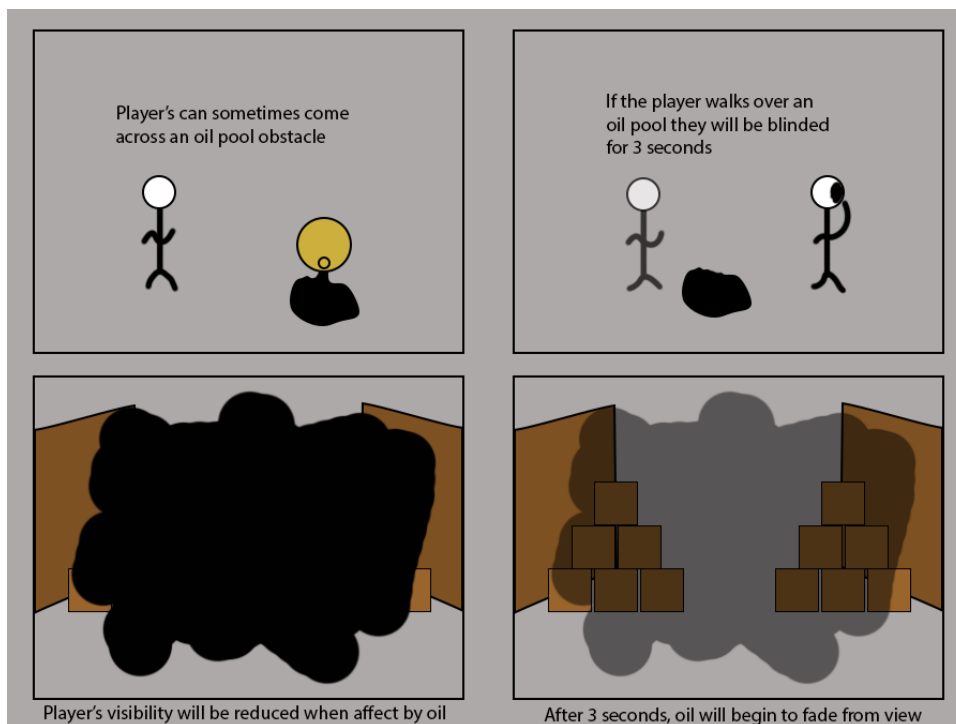   - How does the player turn the corner using the pole? (Alex)

Pole Swing

If this pole swing was manual then the most likely button would be E as it would be easier/closer to use for the player.

E

The pole can be placed just before a corner which the player grabs to fling themselves around the corner to gain more speed and to break up sightlines which creates a sense of unpredictability ①

② When the player comes near the pole, the player automatically grabs the pole

③ The player then swings around the corner which grants them a movement boost and sets them on a new path ④

Pole

Pole

40 units of speed   40 units of speed   50 units of speed   40 units of speed

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Pole

Pole

40 units of speed   40 units of speed   50 units of speed   40 units of speed

As for affordance, Different colour schemes and rotation to the static mesh can be used, such as the flag pointing left to indicate a left hand turn.

- Coloured walls to run on, also looking at billboards, bulletin builds and flat surfaces to run on
- Mud that can slow down the player
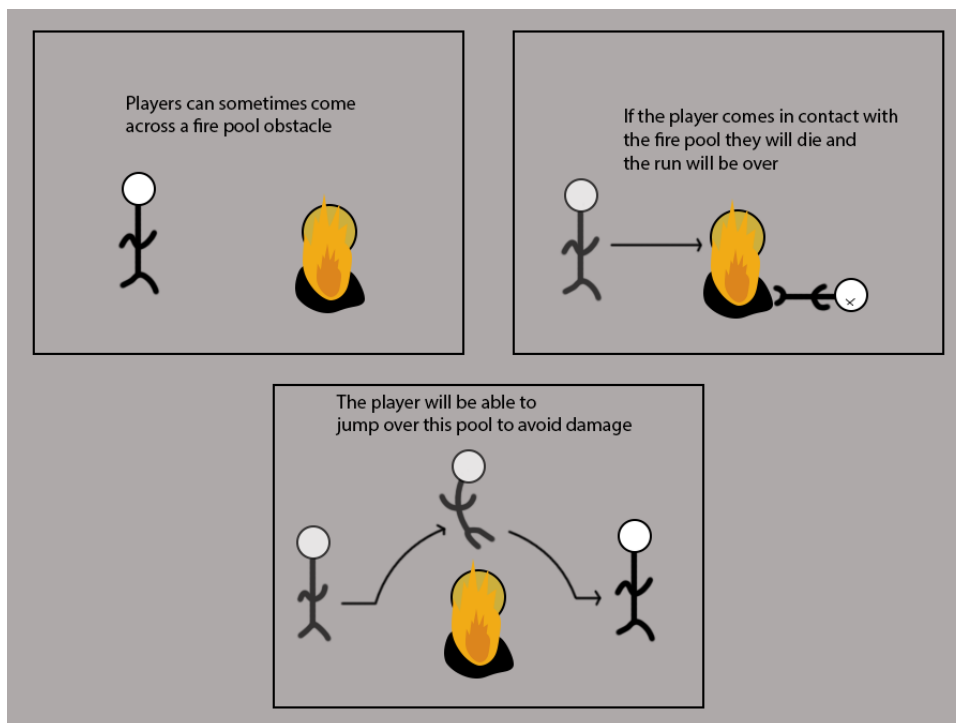 - How much does it slow the player by?

Level Mechanic Diagram - Mud

- Mud can easily be seen when navigating a street.

SLOW

- Speed is lost upon entering mud. The longer the player remains in the mud the slower they'll be.

- The mud acts as an obstacle without harming the player, only speed is effected when entering mud, no health state is lost.

- A slow build up of speed is enabled after a select amout of time.

- Oil pool that covers the player's view
  - How long does it affect the player?
  - How big is the pool

Player's can sometimes come across an oil pool obstacle

If the player walks over an oil pool they will be blinded for 3 seconds

Player's visibility will be reduced when affect by oil
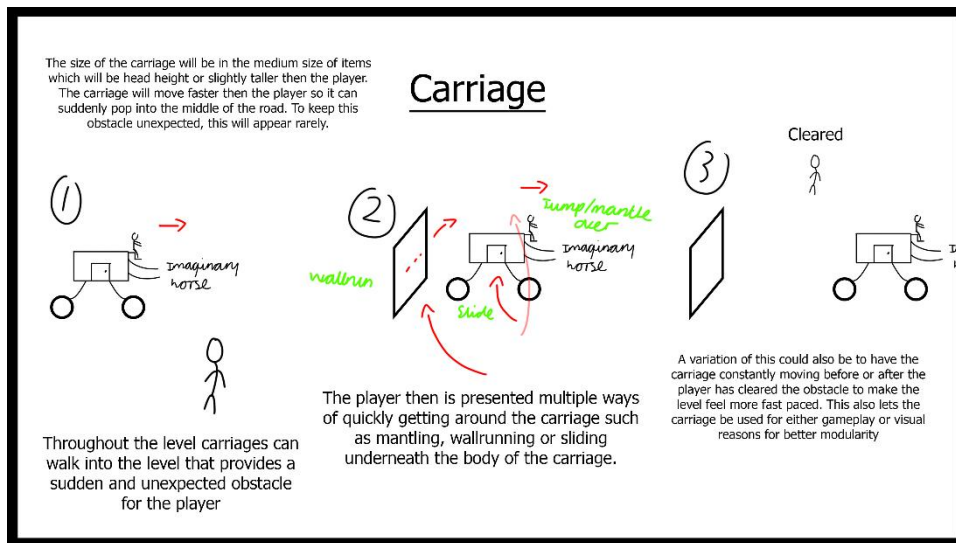
After 3 seconds, oil will begin to fade from view

- Fire pool that damages the player
  - How big is the pool
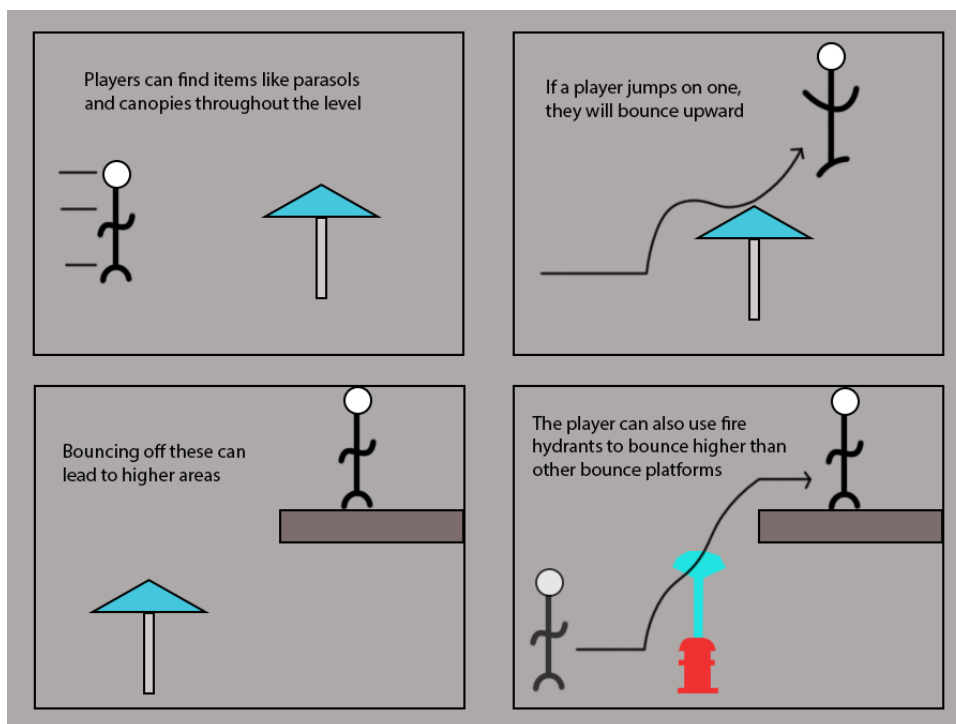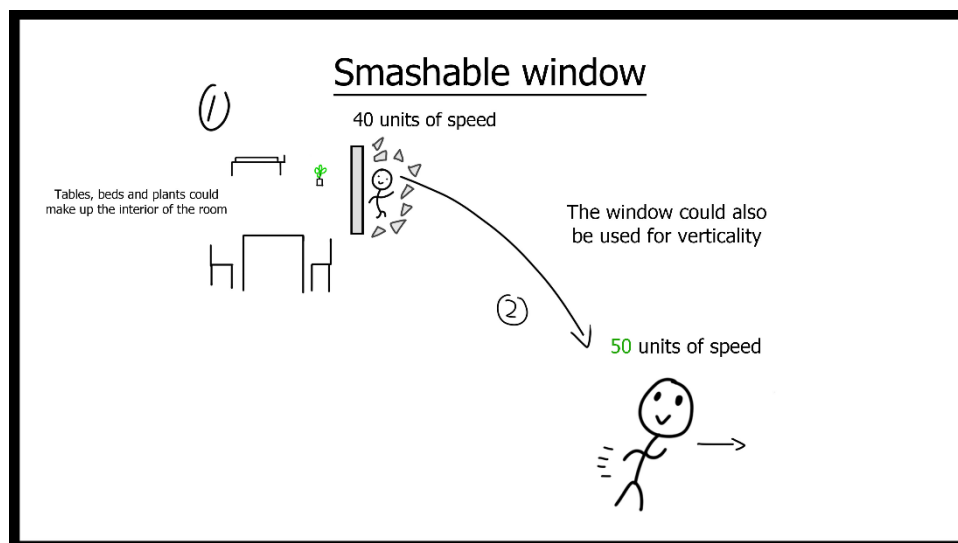 - Can the flames be jumped over
  - Does it kill the player?

Players can sometimes come across a fire pool obstacle

If the player comes in contact with the fire pool they will die and the run will be over

The player will be able to jump over this pool to avoid damage

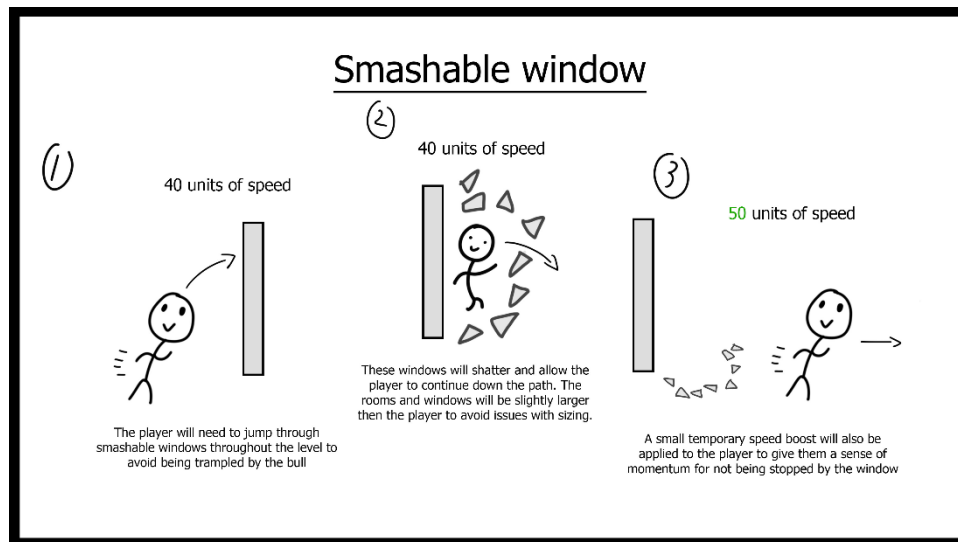- Carriage obstacle

- o   How fast does it move?
- o   What size is the carriage?
- o   How often does it cross the road? (Alex)

- • Awning to bounce on (Bounce pad)
    - o   How high does the player bounce?
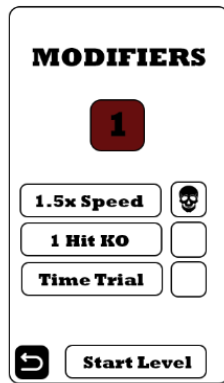

- • Smashable windows into interiors
    - o   Does the player need to do anything to smash through the window?
    - o   How large are the interiors?
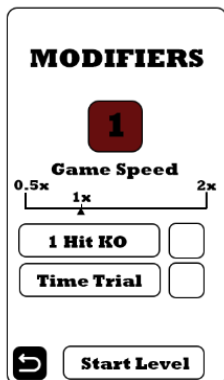   - o   Does there need to be obstacles in the interior? (Alex)

Level modifiers

- **Fast mode** – The game will be played at 1.5x speed to provide the player with the extra challenge by reducing how much time they have to react to obstacles
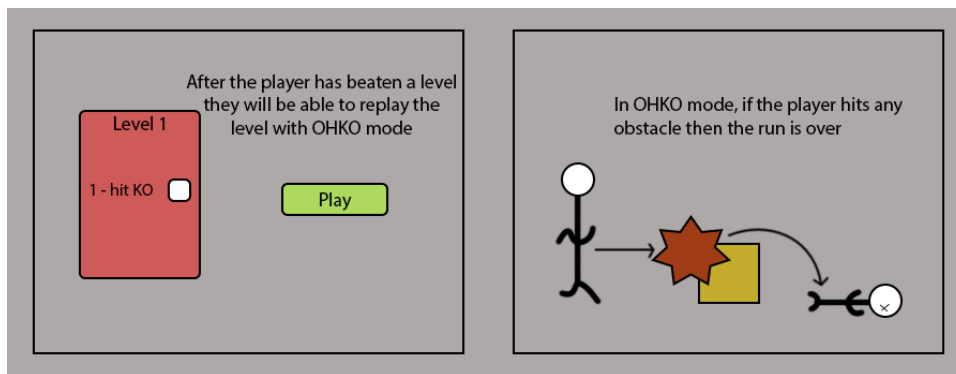
Fast Mode

Modifiers are unlocked for a level when you complete ir for the first time. They allow the player to add an additional layer of challenge for replayability.

Fast Mode is one of the planned modifiers. It alters the game speed so that both the player and the bull are moving faster. This makes the game more challenging for the player since they have less time to react to each obstacle.
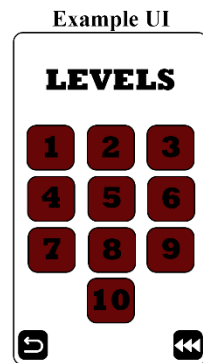
Examples on the left show 2 potential ways of implementing fast mode. The first is a fixed 1.5x modifier, whilst the second is a variable slider that would allow the player to choose their own speed for the level.

- **OHKO mode** – One hit KO mode provides the player with the challenge of getting through a run without taking a hit. If the player takes a hit during this mode, then they will get a game over.
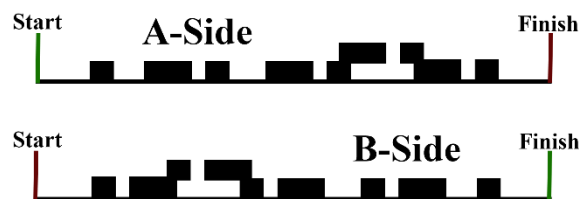
- **B-side levels** – B-side levels are reverse variants of a level where the player must run backwards through a level.

Example UI

LEVELS

1	2	3
4	5	6
7	8	9
	10	

The B-Side Levels

The B-Side Levels are unlocked after beating all of the available levels in the game. At this point, a new button will appear in the level select menu, allowing the player to open the B-Side Level Select.

B-Side levels are intended to be the opposite of their regular counterparts. Instead of running from Start to Finish, the player will start at the end of the regular level, and run back to the start.

LEVELS

1	2	3
4	5	6
7	8	9
	10	

Start — **A-Side** — Finish

Start — **B-Side** — Finish

Character Physics
- Player runs forward at a constant speed of (**Insert speed**).
- Player can gain momentum via clearing obstacles perfectly, increasing their speed.
- Speed increases by a (**Insert speed**) per obstacle cleared, over a time of 1 second.
- Speed caps out at (**Insert speed**).
- Failing an obstacle deceases player speed by (**Insert speed**) over a time of 0.5 seconds.
- Player is able to wall-run for (Insert duration)

Game Conditions

How do you win?
You win the game by reaching the end of the level, dodging obstacles and NPC's, while acquiring pickups that help you achieve victory. These help you to outrun the bulls, allowing you to reach the end of the level, which, if we were taking inspiration from the real-life bull runs in Spain and parts of Mexico, would be the bull ring. (Liam)

How do you lose?
In Toro, the loss condition would occur when you are caught by the Bull that is chasing you. This would occur after you are hit two times by the Bull in rapid succession. This would play out in game as your character is overtaken by the bulls and disappear from the screen. (Jacques)

Is it possible to die?
The player has a red screen overlay attached to them that when once hit appears. This signifies that the player has one more hit left before dying. If the player is hit in this state, then the player is defeated by their bull and has to restart the level. However, if the player manages to stay alive for a

brief period of time, then the red screen overlay will fade away, signalling that the player has another life.

Rewards and Progress

Achievements based on player type

Achievements can be earned throughout the game by approaching and playing the game in different ways. These achievements can also be used to encourage these players to continue playing in the way they prefer to ensure that all types of players are accommodated for. One example being that stat achievements are shown for the achiever type. Another example could be to have achievements for a certain amount of NPC's trampled for the killer type of player.
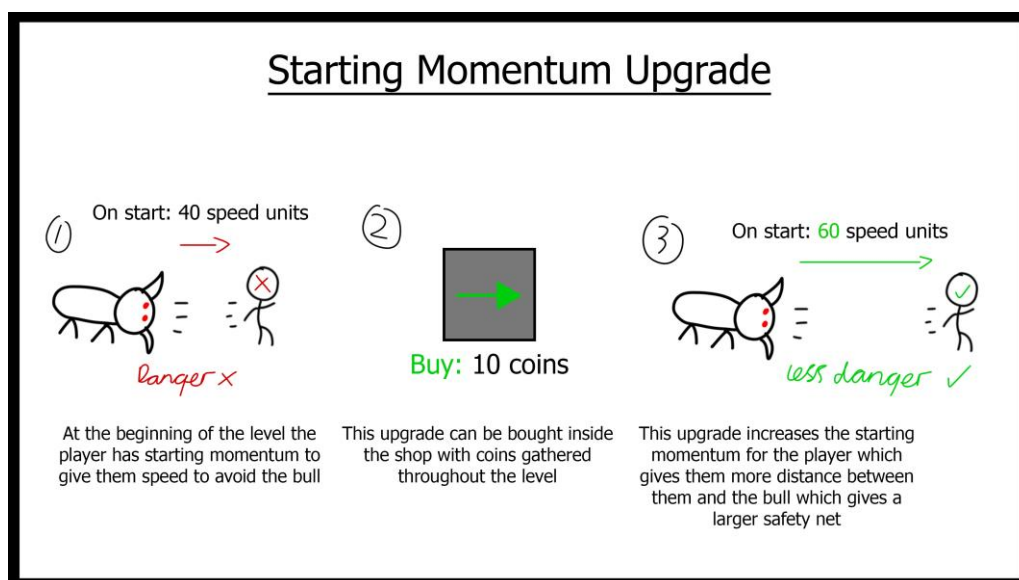
Scoring System

The scoring system is comprised of 3 elements, the time it's taken for the player to complete the level, the number of coins they picked up throughout the level and how many NPC's the player has trampled running away from the bull to help introduce a nice slice of comedy for the player. These stats can be implemented to challenge the player into redoing the level to achieve a better score which offers better replayability.
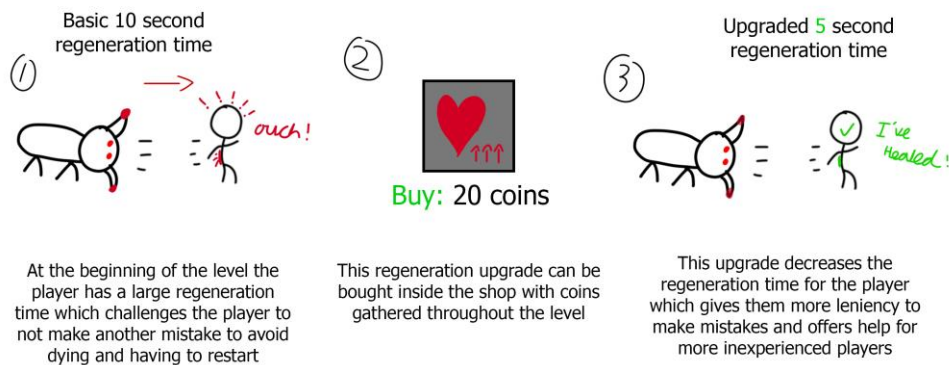
Fast Upgrades (Alex)

Upgrades can be bought after completing a level with currency acquired throughout the level through coin pickups. Upgrades come in different varieties that offer the player diverse ways of playing throughout the level.

- **Increased starting momentum upgrade** – Gives the player a higher starting momentum at the beginning of a run, allowing the player to have a faster start – improving this gives a higher starting speed
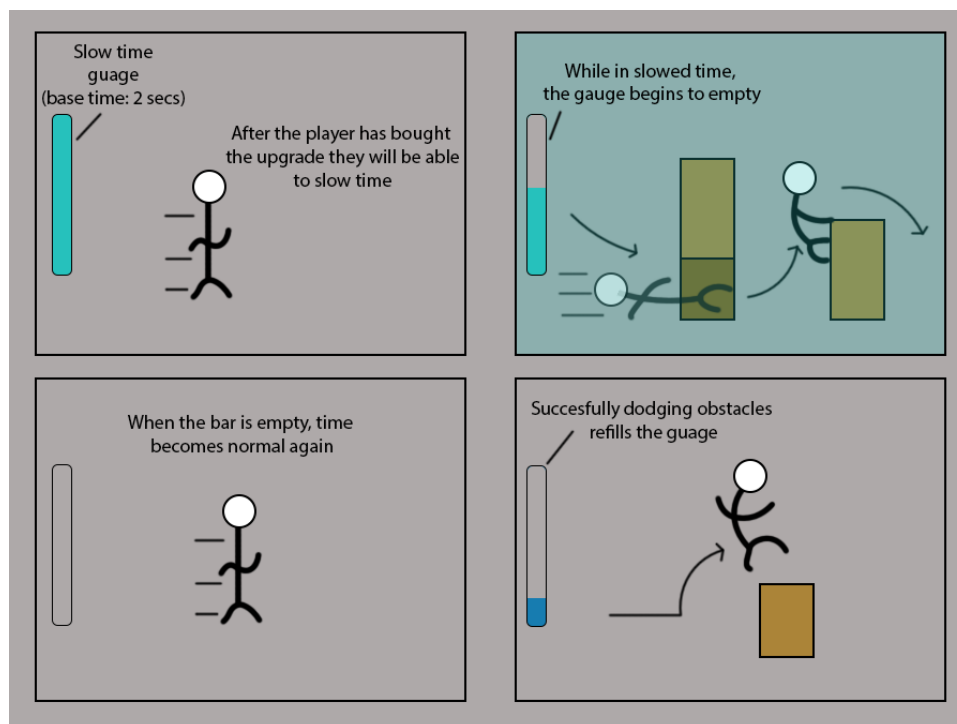

- **Reduced critical state upgrade** – Allows the player to recover from their critical state more quickly after being hit to allow for more mistakes – improving this takes the player out of the critical state quicker.
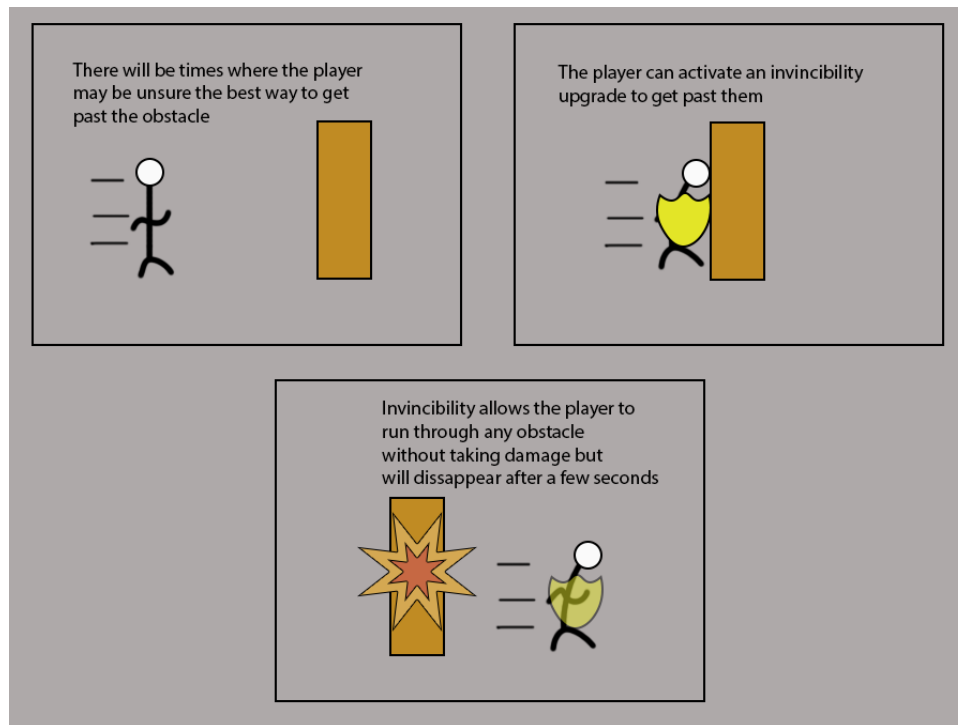
- **Multiplier upgrade** – Allows a multiplier to be applied to the score for higher points the achiever type of player – improving this raises the multiplier and gives more points to the player.
- **Slow down upgrade** – Allows the player to slow down time, giving them more precious seconds to avoid obstacles. The player can refill the time bar by successfully dodging obstacles– improving this leads to longer durations of time being slowed down.

- **Invincibility upgrade** – Allows the player to negate any damage taken for a short period of time – improving this means more invincibility time.
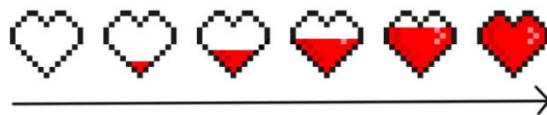
There will be times where the player may be unsure the best way to get past the obstacle

The player can activate an invincibility upgrade to get past them

Invincibility allows the player to run through any obstacle without taking damage but will dissappear after a few seconds

- **Glass Heart Upgrade** – Allows the player one extra hit the first time they get hit in a stage.

Glass Heart is an upgrade purchaseable with coins. It allows the player to take one additional hit ONCE per level. When the player is damaged for the first time, the glass heart shatters, signifying that it can not regenerate.

When taking damage normally, the player loses a heart. This heart will refill over the course of a short period of time, after which the player can be hit again.

If the player takes another hit before the second heart has regenerated, they will lose the game.

Level Pacing

The levels will be condensed with lots of detail being added to help make the world of toro feel more alive. As this is a chase game, the levels will be fast paced and will offer quick obstacles and challenges that ensures the players to stay on their feet. (Alex)

Enemy Design

Enemy Physics

The bulls sprint in an organic way, charging with speed towards the player character. An attack will play upon the bull entering the vicinity of the player character where the bull will swing their head using their horns as a form of an attack. If the bull catches up the player character and harms them to the point of defeat, a glimpse of the bull standing over the character will be seen signifying loss resulting in the player restarting. (Jacques)

Enemy Behaviour Characteristics

Anger will be the main characteristic seen in the bulls representing the real-life emotion they present when charging at a bullfighter. This anger can also be shown on the bull's design with common anger tropes seen in media such as red eyes or a frowned expression. However, this may not been seen by the player as they will be focused on running straight forward but the bulls will also be covered in a cloud of dust so they may partially be obstructed from view by the player. (Jacques)

Enemy Abilities

No abilities will be in place for the bulls as due to the first-person nature of the game detecting an alternate bull that has an ability will cause too much difficulty for the player. (Jacques)

Enemy Theme

The main enemy will be a black bull as seen in the Pamplona bull run in Spain, similar to the one in the image below: (Liam)

Enemy Stats

As you are unable to stop the bulls, there aren't any stats to note. You can't kill them, and they can't be stopped, only slowed down. As a result, the only stats to take note of is the speed of the bulls which would slowly ramp up as the levels progress. This will also be scaled up when the players upgrade to make